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library function call queue headers

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J Cownie, W Gropp - Recent Advances in Parallel Virtual Machine and Message ... - Springer
 ... from the internals of the MPI **library**, so that ... provides the debug DLL with a **function**
 for reading ... Therefore a **call** to the routine mqs update communicator list ...

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[book] Unix Network Programming - all 20 versions »

WR Stevens, B Fenner, AM Rudoff - 2004 - books.google.com

Function and Macro Definitions (Bold page numbers indicate source code implementation)
 memcpy 81 ... Using and Extending f/c C++ Standard Template **Library** David R ...

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J Eykholt, S Kleiman, S Barton, R Faulkner, A ... - Proceedings of the Summer USENIX Conference, 1992 - cc.gatech.edu

... from the LWP allows the user thread **library** to quickly ... eg, sleep, spin, or other)
 is a **function** of the ... owner of the lock cannot again **call** mutex_enter() for ...

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[book] The C++ Programming Language: Special Edition - all 7 versions »

B Stroustrup - 2000 - research.att.com

... 11.8 Subscripting 11.9 **Function Call** 11.10 Dereferencing 11.11 Increment ... 18 Algorithms
 and **Function** Objects ... 18.2 Overview of Standard **Library** Algorithms 18.3 ...

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A Transparent Checkpoint Facility On NT - all 4 versions »

J Srouji, P Schuster, M Bach, Y Kuzmin - usenix.org

... and on-demand (through a checkpoint **library** API **call** ... mode, the checkpoint API
 _chkpt_now() **function call** creates a ... On receipt of a dump APC **call**, the checkpoint ...

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[book] The C++ Standard Library: a tutorial and reference - all 2 versions »

NM Josuttis - 1999 - books.google.com

... 71 5The Standard Template **Library** 73 ... 8.3.2 Binary Compose **Function** Object Adapters
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[PS] PORTAL: A communication **library for run-time visualization of distributed, asynchronous data - all 4 versions »**

JS Rowan, BT Wightman - Proceedings of the Scalable High-Performance Computing ... - info.mcs.anl.gov
 ... 3 The PORTAL Parallel Data **Library** ... until the sending nodes each make a DS AVSinit()

function call. After successful receipt of an DS AVSinit() **call** from each ...

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A portable debugger for parallel and distributed programs - all 14 versions »

D Cheng, R Hood - Proceedings of the 1994 conference on Supercomputing table ..., 1994 - portal.acm.org

... a new process is created in a computation, the communication **library function** that
 created the new process should make the fol- lowing **call** to register ...

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Implementation and performance of a stable storage service in Unix - all 7 versions »

F Cristian, S Mishra, YS Hyun - the Proceedings of the 15th IEEE Symposium on Reliable ... - doi.ieeecs.org

... The client **library** provides the interface func- tions of ... data re- quested in a **function call**, and (3 ... scheme to atomically update a **queue header**, described in ...Cited by 11 - Related Articles - Web Search - BL Direct[PS] Concert/C: A language for distributed programming - all 6 versions »JS Auerbach, AP Goldberg, GS Goldszmidt, AS Gopal, ... - Winter 1994 USENIX Conference, 1994 - usenix.org... The various cn prog **library** functions are used to ... will receive a pointer to the initial **function** or **queue** ... was written to terminate voluntarily after one **call**. ...Cited by 14 - Related Articles - Web Search

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S Damianakis

C Dubnicki

J Kim

E Felten

T Walker

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JC Brinkmeyer - US Patent 6,725,226, 2004 - Google Patents

... 35 The **library** of **queue** action **function** calls 216 operate to manage the **queue headers** 202, 204 and 206 and is connected via line 222 to the **queue** ...

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C Dubnicki, A Bilas, Y Chen, S Damianakis, K Li - Proc. of the Hot Interconnects Symposium V, 1997 - ics.forth.gr

... **library** makes an ioctl **call** to pin the required ... of implementing reliable communication at the **library** level. ... 3 presents logP parameters as a **function** of the ...

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[Designing a practical ATM LAN - all 3 versions »](#)

E Biagioni, E Cooper, R Sansom - Network, IEEE, 1993 - ieeexplore.ieee.org

... systems and file servers, to **function** whenever they ... words that corresponds to the **header** and payload of ... A programmable **queue**-reading circuit allows the switch ...

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JS Kim, K Kim, SI Jung - Cluster Computing, 2001. Proceedings. 2001 IEEE ... 2001 - ieeexplore.ieee.org

... a user-level **library** called VIPL (VI Provider **Library**). ... **Queue**, or by using a blocking **call** in which ... Alternatively, a user-defined callback **function** (a notify ...

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[www.gelato.unsw.edu.au](#)

P Chubb - gelato.org

... Most standard **library** functions aren't available, or have slightly differ- ... A signal is also an asynchronous **function call**. ... **Call** client callback ...

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[\[book\] The SP2 Communication Subsystem](#)

CB Stunkel... - 1995 - mirror.mcs.anl.gov

... SP1 and SP2 communication adapters that **function** as a ... hardware and software mechanism we **call** ... This communication **library** maps the MSMU registers into user ...

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[Client-server computing on Shrimp - all 4 versions »](#)

SN Damianakis, A Biles, C Dubnicki, EW Felten - Micro, IEEE, 1997 - ieeexplore.ieee.org

... functions in the user-level **library** with those already present in the libc **call** was straightforward ... For each **function** implemented in our **library**, we renamed ...

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[Centralized queue in network printing systems - all 6 versions »](#)

PE Reilly - US Patent 7,167,930, 2007 - Google Patents

... its own print server software and **function** as a ... includes a client server connection protocol (CSCP) **library**. ... Thereafter, the network printer will **call** back the ...

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Relevance scale ☐ ☐ ☐ ☐ ☐1 The multics system: an examination of its structure
 Elliott I. Organick
 January 1972 Book
Publisher: MIT PressAdditional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This volume provides an overview of the Multics system developed at M.I.T. --a time-shared, general purpose utility like system with third-generation software. The advantage that this new system has over its predecessors lies in its expanded capacity to manipulate and file information on several levels and to police and control access to data in its various files. On the invitation of M.I.T.'s Project MAC, Elliott Organick developed over a period of years an explanation of the workings, concep ...

2 Smalltalk-80: the language and its implementation
 Adele Goldberg, David Robson
 January 1983 Book
Publisher: Addison-Wesley Longman Publishing Co., Inc.Full text available: [pdf\(33.56 MB\)](#) Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#), [review](#)**From the Preface (See Front Matter for full Preface)**

Advances in the design and production of computer hardware have brought many more people into direct contact with computers. Similar advances in the design and production of computer software are required in order that this increased contact be as rewarding as possible. The Smalltalk-80 system is a result of a decade of research into creating computer software that is appropriate for producing highly functional and interactive ...

3 Design and implementation of FMPL, a fast message-passing library for remote memory operations

Osamu Tatebe, Umpei Nagashima, Satoshi Sekiguchi, Hisayoshi Kitabayashi, Yoshiyuki Hayashida

 November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM) Supercomputing '01**
Publisher: ACM PressFull text available: [pdf\(189.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A fast message-passing library FMPL has been designed and developed to maximize communication performance by utilizing general architectural communication support such as remote memory operations, as well as to maximize total performance by eliminating dynamic communication overhead and overlapping communication and computation. FMPL provides a low-cost general-purpose point-to-point communication and collective communication such as broadcast, barrier synchronization and reduction.



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1 [Wormhole routing techniques for directly connected multicomputer systems](#)



Prasant Mohapatra

September 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 3

Publisher: ACM Press

Full text available: [pdf\(340.68 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Wormhole routing has emerged as the most widely used switching technique in massively parallel computers. We present a detailed survey of various techniques for enhancing the performance and reliability of wormhole-routing schemes in directly connected networks. We start with an overview of the direct network topologies and a comparison of various switching techniques. Next, the characteristics of the wormhole routing mechanism are described in detail along with the theory behind deadlock-f ...

2 [4.2BSD and 4.3BSD as examples of the UNIX system](#)



John S. Quarterman, Abraham Silberschatz, James L. Peterson

December 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 4

Publisher: ACM Press

Full text available: [pdf\(4.07 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper presents an in-depth examination of the 4.2 Berkeley Software Distribution, Virtual VAX-11 Version (4.2BSD), which is a version of the UNIX Time-Sharing System. There are notes throughout on 4.3BSD, the forthcoming system from the University of California at Berkeley. We trace the historical development of the UNIX system from its conception in 1969 until today, and describe the design principles that have guided this development. We then present the internal data structures and ...

3 [Experimental evaluation of SUNOS IPC and TCP/IP protocol implementation](#)

Christos Papadopoulos, Gurudatta M. Parulkar

April 1993 **IEEE/ACM Transactions on Networking (TON)**, Volume 1 Issue 2

Publisher: IEEE Press

Full text available: [pdf\(1.75 MB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

4 ["Topologies"—distributed objects on multicomputers](#)



Karsten Schwan, Win Bo

May 1990 **ACM Transactions on Computer Systems (TOCS)**, Volume 8 Issue 2

Publisher: ACM Press

Full text available: [pdf\(3.83 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)



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Relevance scale ☐ ☐ ☐ ☐ ☐1 [A software engineering perspective on algorithmics](#)

Karsten Weihe

March 2001 **ACM Computing Surveys (CSUR)**, Volume 33 Issue 1

Publisher: ACM Press

Full text available: [pdf\(1.62 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

An algorithm component is an implementation of an algorithm which is not intended to be a stand-alone module, but to perform a specific task within a large software package or even within several distinct software packages. Therefore, the design of algorithm components must also incorporate software-engineering aspects. A key design goal is adaptability. This goal is important for maintenance throughout a project, prototypical development, and reuse in new, unforeseen context ...

Keywords: algorithm engineering2 [Wormhole routing techniques for directly connected multicomputer systems](#)

Prasant Mohapatra

September 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 3

Publisher: ACM Press

Full text available: [pdf\(340.68 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Wormhole routing has emerged as the most widely used switching technique in massively parallel computers. We present a detailed survey of various techniques for enhancing the performance and reliability of wormhole-routing schemes in directly connected networks. We start with an overview of the direct network topologies and a comparison of various switching techniques. Next, the characteristics of the wormhole routing mechanism are described in detail along with the theory behind deadlock-f ...

3 [Distributed systems - programming and management: On remote procedure call](#)

Patrícia Gomes Soares

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2 CASCON '92**

Publisher: IBM Press

Full text available: [pdf\(4.52 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the backbone structure of the mechanisms that support it. An overview of works in supporting these mechanisms is discussed. Extensions to the paradigm that have been proposed to enlarge its suitability, are studied. The main contributions of this paper are a


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[Virtual Reality Annual International Symposium, 1993., 1993 IEEE](#)
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[Network, IEEE](#)
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